



UNITED STATES PATENT AND TRADEMARK OFFICE

UNITED STATES DEPARTMENT OF COMMERCE
United States Patent and Trademark Office
Address: COMMISSIONER FOR PATENTS
P.O. Box 1450
Alexandria, Virginia 22313-1450
www.uspto.gov

APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
10/687,098	10/15/2003	Peter-Pike J. Sloan	3382-66130	7230

26119 7590 04/25/2006
KLARQUIST SPARKMAN LLP
121 S.W. SALMON STREET
SUITE 1600
PORTLAND, OR 97204

EXAMINER

XU, KEVIN K

ART UNIT	PAPER NUMBER
2628	

DATE MAILED: 04/25/2006

Please find below and/or attached an Office communication concerning this application or proceeding.

Office Action Summary

Application No.

10/687,098

Applicant(s)

SLOAN ET AL.

Examiner

Kevin K. Xu

Art Unit

2628

-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address --

Period for Reply

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE 3 MONTH(S) OR THIRTY (30) DAYS, WHICHEVER IS LONGER, FROM THE MAILING DATE OF THIS COMMUNICATION.

- Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133). Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

Status

- 1) ☒ Responsive to communication(s) filed on 15 October 2003.
2a) ☒ This action is **FINAL**. 2b) ☐ This action is non-final.
3) ☐ Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

Disposition of Claims

- 4) ☒ Claim(s) 1-11 is/are pending in the application.
4a) Of the above claim(s) _____ is/are withdrawn from consideration.
5) ☐ Claim(s) _____ is/are allowed.
6) ☒ Claim(s) 1-11 is/are rejected.
7) ☐ Claim(s) _____ is/are objected to.
8) ☐ Claim(s) _____ are subject to restriction and/or election requirement.

Application Papers

- 9) ☐ The specification is objected to by the Examiner.
10) ☒ The drawing(s) filed on 15 October 2003 is/are: a) ☐ accepted or b) ☐ objected to by the Examiner.
Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).
Replacement drawing sheet(s) including the correction is required if the drawing(s) is objected to. See 37 CFR 1.121(d).
11) ☐ The oath or declaration is objected to by the Examiner. Note the attached Office Action or form PTO-152.

Priority under 35 U.S.C. § 119

- 12) ☐ Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).
a) ☐ All b) ☐ Some * c) ☐ None of:
1. ☐ Certified copies of the priority documents have been received.
2. ☐ Certified copies of the priority documents have been received in Application No. _____.
3. ☐ Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).

* See the attached detailed Office action for a list of the certified copies not received.

Attachment(s)

- 1) ☒ Notice of References Cited (PTO-892)
2) ☐ Notice of Draftsperson's Patent Drawing Review (PTO-948)
3) ☐ Information Disclosure Statement(s) (PTO-1449 or PTO/SB/08)
Paper No(s)/Mail Date _____
4) ☐ Interview Summary (PTO-413)
Paper No(s)/Mail Date _____
5) ☐ Notice of Informal Patent Application (PTO-152)
6) ☐ Other: _____

DETAILED ACTION

Response to Arguments

Applicant's arguments, see Remarks, filed 3/17/2006 with respect to the drawings have been fully considered and are persuasive. The objection of Figs. 2, 4A-4E, 7A-7D, 8A-8B, 9A-9C, 10A-10E, 11A-11B and 12A-12B has been withdrawn.

Applicant's arguments with respect to claims 1-11 have been considered but are moot in view of the new ground(s) of rejection as taught by Christensen. See Below.

Claim Rejections - 35 USC § 103

The following is a quotation of 35 U.S.C. 103(a) which forms the basis for all obviousness rejections set forth in this Office action:

(a) A patent may not be obtained though the invention is not identically disclosed or described as set forth in section 102 of this title, if the differences between the subject matter sought to be patented and the prior art are such that the subject matter as a whole would have been obvious at the time the invention was made to a person having ordinary skill in the art to which said subject matter pertains. Patentability shall not be negated by the manner in which the invention was made.

Claims 1-2 and 9-10 are rejected under 35 U.S.C. 103(a) as being unpatentable over Sloan ("Precomputed Radiance Transfer for Real-Time Rendering in Dynamic, Low-Frequency Lighting Environments") in view of Heidrich ("Illuminating Micro Geometry Based on Precomputed Visibility") in further view of Christensen. ("Ray Differentials and Multiresolution Geometry Caching for Distribution Ray Tracing in Complex Scenes")

In regard to claim 1, Sloan teaches a computer graphics image rendering method, comprising of calculating data of macro-scale radiance transfer coarsely sampled over a surface of an object by showing a novel global transport simulator creates functions over the object's surface representing transfer of arbitrary, low-

Art Unit: 2628

frequency incident lighting into transferred radiance which includes **global effects** like shadows and interreflections from the object onto itself. (Abstract, lines 4-8) However, Sloan fails to explicitly teach calculating data of meso-scale radiance transfer finely sampled over a meso-structure texture patch mapped over a surface of the object. However, this is what Heidrich teaches. Heidrich teaches an inexpensive method for consistently illuminating height fields and bump maps, as well as simulating BRDFs based on precomputed visibility information, with this information we can achieve a consistent illumination across the **levels of detail**. (Abstract, lines 10-15) Although Sloan does not explicitly teach evaluating radiance transfer over at least a portion of the surface of the object from a lighting environment for a view direction based on a combination of the macro-scale radiance transfer data and the meso-scale radiance transfer data and producing an image of the object as lit according to the radiance transfer evaluation, it would have been obvious to one of ordinary skill in the art at the time the present invention was made to combine the teachings of calculating data of meso-scale radiance transfer sampled over a texture patched mapped over a surface as taught by Heidrich into calculating data of macro scale radiance transfer sampled over a surface taught by Sloan because the computation of meso-scale radiance transfer as taught by Heidrich allows for reduced scattering in the case where curved base geometry causes the valleys to widen up, and at the same time, more regions are shadowed (Lower left column of p. 462 and Fig. 11) and allows the use of geometry, bump maps, and BRDFs as different levels of detail for a surface structure (Right column of p. 462) and therefore a more accurate 3-D model would be realized.

Art Unit: 2628

However, neither Sloan nor Heidrich explicitly teaches area lighting. This is what Christensen teaches. (p. 4 –p. 5 Section 4.1-4.5, **in particular Sections 4.2 and 4.5**) It would have been obvious to one of ordinary skill in the art at the present time the invention was made to combine the teachings an area light source into the system of Sloan with the meso-scale radiance transfer of Heidrich in order to calculate data of meso-scale radiance transfer for area lighting at locations finely sampled over a meso-structure texture patch because utilizing ray tracing and global illumination (from an area light source) offers a more cost-effective way of obtaining a given effect since fixed resolution of shadow maps may not be suitable for computing tiny, sharp shadows in large scenes and reflection maps cannot deal with realistic self-interrelections (p. 1 Introduction paragraph 2)

Regarding Claim 2, Heidrich teaches a computer graphics rendering method wherein meso-scale radiance transfer data is the height field by explaining the algorithm is based on precomputation and reuse of visibility information in height fields, simulates both shadowing and indirect illumination, and is able to approximate the illumination as underlying base geometry changes. (Lower right column, p. 455) Heidrich further teaches an algorithm that computes illumination at a given surface point, but ignores indirect light from geometry other than the height field. (Lower left column, p. 457) It would have been obvious to one of ordinary skill in the art at the present time the invention was made to combine the teachings of height field into the system of Sloan for meso-scale radiance transfer data because height fields provide the functionality of

Art Unit: 2628

simulating both shadowing and indirect illumination, giving an approximate illumination as the underlying base geometry changes. (p. 455 right column)

In regard to claim 9, Sloan teaches a computer-readable data carrying media having encoded thereon computer executable instructions for performing a computer graphics image rendering method by explaining graphics hardware useful to capture radiance samples in a dynamic scene and precision issues and inability to do inner products in hardware force us to read back the sampled radiance images and project them in software. (Right column, p.532); said calculating data of **macro-scale** radiance transfer sampled over a surface of an object by explaining for efficiency, we precompute textures for the basis functions weighted by differential solid angle, $B_1(s) = y_1(s)ds(s)$ each evaluated over the cube map parameterization for s . The resulting integral then becomes a simple dot product of the captured samples of the incident radiance $\{ L_p(s) \}$ with the textures $B_1(s)$. Ideally, this computation would be performed on the graphics hardware. (Right column, p. 532) Sloan also teaches producing an image of the object as lit according to the radiance transfer evaluation by showing analysis shows that, assuming continuous bilinear reconstruction over the sampled 2D images, projection to 6-th order using $6 \times 8 \times 8$ images yields 0.7% and 2% average and worst-case squared error, while $6 \times 16 \times 16$ yields 0.2% and 0.5% squared error, and $6 \times 32 \times 32$ yields 0.05% and 0.1% squared error. (Right column, p. 532) However Sloan fails to teach a computer readable data carrying media having encoded thereon computer-executable instructions for performing a computer graphics image rendering method, the method comprising calculating data of **meso-scale** radiance transfer finely sampled over a

Art Unit: 2628

meso-structure texture patch mapped over a surface of the object. This is what Heidrich teaches. Heidrich teaches utilization of graphics hardware for an additional performance gain, assuming standard OpenGL like graphics pipeline with some extensions and to implement the pixel texture extension in software. (Right column, p. 458) Furthermore, Heidrich teaches the scattering of light via two points p and q in the height field first requires us to compute the direct illumination in q. If we do this for all grid points we obtain a texture L_d containing the reflected light caused by the direct illumination in each point. This texture L_d is generated using **the bump mapping mechanism the hardware provides**. Referring to figure 5, the second texture L_d contains reflected direct light in each point, which acts as an incoming radiance at p. (Left column, p.459) Although Sloan does not explicitly teach evaluating radiance transfer over at least a portion of the surface of the object from a lighting environment for a view direction based on a combination of macro-scale radiance transfer data and meso-scale radiance transfer data, it would have been obvious to one of ordinary skill in the art at the time the present invention was made to combine the teachings of calculating data of meso-scale radiance transfer sampled over a texture patched mapped over a surface as taught by Heidrich into calculating data of macro scale radiance transfer sampled over a surface taught by Sloan because the computation of meso-scale radiance transfer as taught by Heidrich allows for reduced scattering in the case where curved base geometry causes the valleys to widen up, and at the same time, more regions are shadowed (Lower left column of p. 462 and Fig. 11) and allows the use of geometry, bump maps, and BRDFs as different levels of detail for a surface

Art Unit: 2628

structure (Right column of p. 462) and therefore a more accurate 3-D model would be realized. It would have been obvious to one of ordinary skill in the art at the present time the invention was made to combine the teachings an area light source into the system of Sloan with the meso-scale radiance transfer of Heidrich in order to calculate data of meso-scale radiance transfer for area lighting at locations finely sampled over a meso-structure texture patch because utilizing ray tracing and global illumination (from an area light source) offers a more cost-effective way of obtaining a given effect since fixed resolution of shadow maps may not be suitable for computing tiny, sharp shadows in large scenes and reflection maps cannot deal with realistic self-interreflections (p. 1 Introduction paragraph 2)

Regarding claim 10, Sloan teaches the computer-readable data carrying media wherein the global effects comprise of self-shadowing and interreflection by showing the resulting precomputed model allows run-time changes to lighting, with correct shadowing and interreflections in any low-frequency lighting environment (Left column of p.533 and Fig. 6)

Claims 3-8 and 11 are rejected under 35 U.S.C. 103(a) as being unpatentable over Sloan ("Precomputed Radiance Transfer for Real-Time Rendering in Dynamic, Low-Frequency Lighting Environments") in view of Heidrich ("Illuminating Micro Geometry Based on Precomputed Visibility") and Tong ("Synthesis of Bidirectional Texture Functions on Arbitrary Surfaces") in further view of Christensen ("Ray

Art Unit: 2628

Differentials and Multiresolution Geometry Caching for Distribution Ray Tracing in Complex Scenes")

Consider claim 3, the teachings of Sloan and Heidrich are given in the previous paragraphs of this office action. However, both Sloan and Heidrich fail to teach a computer graphics image rendering method wherein calculating the meso-scale radiance transfer data comprises of producing a radiance transfer texture encoding response to incident lighting in a direction and at a location on the meso-structure texture patch and expressed as a **lighting basis function** and producing a spatial index map to map the locations on the meso-structure texture patch onto the surface of the object, via a **precomputed texture synthesis**. Nevertheless, this is what Tong teaches. Tong teaches real –world textures arise from both spatially variant surface reflectance and surface mesostructures, which are responsible for fine-scale shadows, occlusions and specularities. (Left column of p. 665) Furthermore Tong teaches a possible way to achieve a consistent mesostructure on a surface is to directly apply **surface texture synthesis** techniques to surface BTF synthesis (Left column of p. 666) and the surface texture space S is the inner-product spanned by using the 3-D textures $\{t_1, \dots, t_n\}$ as **basis vectors**. (Left column of p. 667) Although neither Sloan nor Heidrich explicitly teaches producing a radiance transfer texture expressed as a lighting basis function and producing spatial index map to map locations on the meso-structure patch via texture synthesis, it would have been obvious to one of ordinary skill in the art at the time the present invention was made to combine the teachings of calculating data of macro-scale radiance transfer coarsely sampled over a surface as taught by Sloan,

Art Unit: 2628

calculating data of meso-scale radiance transfer finely sampled over a meso-structure texture patch as taught by Heidrich and producing radiance transfer expressed as a lighting basis function and producing spatial index on the meso-structure texture patch via precomputed texture synthesis as taught by Tong in order to exhibit a consistent mesostructure when viewing and lighting directions change and to better describe real-world textures and enable the user to decorate real-world geometry with real-world textures (Left column of p.672) and accordingly, by incorporating the teachings of Tong with Sloan and Heidrich, a even more accurate 3-D model would be realized.

Claim 4 is a simply a combination of claims 1, 2 and 3 except for the recitation of area lighting of the objects surface. This is what Christensen teaches. (p. 4 –p. 5 Section 4.1-4.5, **in particular Sections 4.2 and 4.5**) It would have been obvious to one of ordinary skill in the art at the present time the invention was made to combine the teachings an area light source into the system of Sloan with the meso-scale radiance transfer of Heidrich utilizing a lighting basis function of Tong because utilizing ray tracing and global illumination (from an area light source) offers a more cost-effective way of obtaining a given effect since fixed resolution of shadow maps may not be suitable for computing tiny, sharp shadows in large scenes and reflection maps cannot deal with realistic self-interrelections (p. 1 Introduction paragraph 2)

Regarding claim 5, Sloan teaches the representation of radiance transfer of the object's surface sampled at macro-scale is a pre-computed radiance transfer matrix by showing both incident radiance and transfer functions in a linear basis, we exploit the linearity of light transport to reduce the light integral to a simple dot product between

Art Unit: 2628

their coefficient vectors (diffuse receivers) or a simple linear transform of the lighting coefficient vector through a small transfer matrix for glossy receivers (Right column of p. 527). Furthermore Sloan teaches if the object is glossy, a transfer matrix is applied to the lighting coefficients to produce the coefficient of a spherical function representing self-scattered incident radiance at each point. (left column of p.529).

Regarding claim 6, Heidrich teaches the method wherein the representation of radiance transfer of a meso-structure of the object's surface sampled at meso-scale is a radiance transfer texture by showing the incoming radiance is not determined by the intensity of the light source, but rather by the content of the L_d texture. (Left column, p. 458) It would have been obvious to one of ordinary skill in the art at the present time the invention was made to combine the teachings of radiance transfer texture into the system of Sloan in order to represent radiance transfer of meso-structure of the object's surface sampled at meso-scale because textures provide the functionality of adding realism to a computer-generated graphic and thus, a more accurate 3-D model can be achieved.

Consider claim 7, Heidrich teaches the representation of radiance transfer of a meso-structure of the object's surface sampled at a meso-scale comprises a radiance transfer texture encoding response at a location on a meso-structure patch in a direction to incident lighting, and a spatial index map mapping from locations on a the surface of the modeled object to locations on the meso-structure patch, and wherein the spatial index map operates as an index to the radiance transfer texture by explaining incident illumination at any given surface point, and obtaining the reflected radiance for that point

Art Unit: 2628

and a given viewing direction (right column of p. 457) and use of the hardware algorithm to compute higher dimensional data structures, such as light fields [8, 18] and both space variant and space invariant Bidirectional reflectance distribution functions, BRDFs. (Right column of p. 461) It would have been obvious to one of ordinary skill in the art at the present time the invention was made to combine the teachings of a spatial index map into the system of Sloan in order to map locations on surface of modeled object to location son the meso-structure patch because in order to further improve performance slightly, the approach can completely get rid of geometry for computation of BRDF samples, and work in texture space. (p. 462 left column)

Consider claim 8, Sloan teaches a function of radiance transfer texture comprising of a view direction to incident lighting by explaining the computing of transfer field over the object's surface in 3D rather than over a fixed 2D view to allow viewpoint changes. (Left column of p. 528) Sloan also teaches of a precomputed radiance transfer matrix encoding radiance response of the location on the surface of the modeled object to incident lighting L of the light environment by showing the matrix transforms the lighting coefficients into the coefficients of a spherical function representing transferred radiance (Fig. 2, p. 528 and equation 9, p. 530) However, Sloan fails to teach the function of radiance transfer encoding response indexed via an id map that maps locations on the surface of the modeled object to locations on the meso-structure patch. This is what Tong teaches. Tong teaches **from the surface texton map tout and the sample BTF T, we can efficiently render the BTF on the target mesh M** as follows. First, we compute the viewing and lighting directions for

Art Unit: 2628

each mesh vertex v in its local texture coordinate frame from the given light source location and the viewpoint. Vertices occluded from either the light sources or the viewpoint are ignored. Then, a set of nearby images are found from the BTF sample T . Using v 's texture coordinate, we can look up colors from this set of images and blend them to get the color of v . With all vertex colors obtained, the mesh can be sent to the graphics pipeline for display. This procedure repeats for every novel lighting/viewing configuration. (Left column of p. 670) Although Sloan does not explicitly teach the function of radiance transfer texture indexed via an id map that maps locations on the surface of the modeled object to locations on the meso-structure patch, it would be obvious of one of ordinary skill in the art at the time of invention to calculate radiance transfer texture encoding response as taught by Sloan as a function of the mapping of locations on surface of modeled object to locations on the meso-structure patch as taught by Tong in order to efficiently render bidirectional texture function (BTF), which describes textures arising from both spatially variant surface reflectance and surface mesostructures (Abstract, p. 665) and exhibits a consistent mesostructure when viewing and lighting directions change (Left column of p. 672), and thus a more accurate 3-D model would be realized.

Claim 11 is simply a combination of claims 1, 2, 3 and 7 except for the addition of a display driver operating to present the image of the modeled object in the lighting environment, which is taught by Heidrich. Heidrich teaches a framebuffer which is read out to main memory, and each pixel is replaced by a value looked up from a texture, using previous contents of the pixel as texture coordinates. (Right column of p. 458) It

Art Unit: 2628

would have been obvious to utilize a display driver into the system of Sloan because a display driver provides the functionality of converting the more general input/output instructions of the operating system to messages that the display can understand. It should be noted that Sloan teaches a set of macro-scale radiance transfer matrices and radiance transfer texture as indexed by the id map. (p. 530 right column, p. 531 left column)

Conclusion

Applicant's amendment necessitated the new ground(s) of rejection presented in this Office action. Accordingly, **THIS ACTION IS MADE FINAL**. See MPEP § 706.07(a). Applicant is reminded of the extension of time policy as set forth in 37 CFR 1.136(a).

A shortened statutory period for reply to this final action is set to expire **THREE MONTHS** from the mailing date of this action. In the event a first reply is filed within **TWO MONTHS** of the mailing date of this final action and the advisory action is not mailed until after the end of the **THREE-MONTH** shortened statutory period, then the shortened statutory period will expire on the date the advisory action is mailed, and any extension fee pursuant to 37 CFR 1.136(a) will be calculated from the mailing date of the advisory action. In no event, however, will the statutory period for reply expire later than **SIX MONTHS** from the date of this final action.

Art Unit: 2628


Any inquiry concerning this communication or earlier communications from examiner should be directed to Kevin K Xu whose telephone number is 571-272-7747. The examiner can normally be reached on Monday-Friday from 9 AM – 5:30 PM.

If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Mark Zimmerman can be reached on (571)-272-7653.

Information regarding the status of an application may be obtained from Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see <http://pair-direct.uspto.gov>. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EB) at 866-217-9197 (toll-free).

Kevin Xu

4/18/2006


MARK ZIMMERMAN
SUPERVISORY PATENT EXAMINER
TECHNOLOGY CENTER 2600